more() — Create –more– condition

Syntax


void

more()

real scalar

setmore()

void

setmore(real scalar onoff)

void

setmoreonexit(real scalar onoff)

Description

more() displays –more– and waits for a key to be pressed. That is, more() does that if more is on, which it usually is, and it does nothing otherwise. more can be turned on and off by Stata’s set more command (see [R] more) or by the functions below.

setmore() returns whether more is on or off, encoded as 1 and 0.

setmore(onoff) sets more on if onoff ≠ 0 and sets more off otherwise.

setmoreonexit(onoff) sets more on or off when the current execution ends. It has no effect on the current setting. The specified setting will take effect when control is passed back to the Mata prompt or to the calling ado-file or to Stata itself, and it will take effect regardless of whether execution ended because of a return, exit(), error, or abort. Only the first call to setmoreonexit() has that effect. Later calls have no effect whatsoever.

Remarks and examples

setmoreonexit() is used to ensure that the more setting is restored if a program wants to temporarily reset it:

    setmoreonexit(setmore())
    setmore(0)

Only the first invocation of setmoreonexit() has any effect. This way, a subroutine that is used in various contexts might also contain

    setmoreonexit(setmore())
    setmore(0)

and that will not cause the wrong more setting to be restored if an earlier routine had already done that and yet still cause the right setting to be restored if the subroutine is the first to issue setmoreonexit().

1
Conformability

more() takes no arguments and returns void.

setmore():
   result: 1 × 1

setmore(onoff), setmoreonexit(onoff):
   onoff: 1 × 1
   result: void

Diagnostics

None.

Also see

[P] more — Pause until key is pressed

[M-4] io — I/O functions